

IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A computerized gaming system, comprising:

a gaming module, comprising a processor and gaming code which is operable when executed on the processor to conduct a wagering game on which monetary value can be wagered; and

an audio module, the audio module operable to play audio cues to direct the visual attention of a player of the gaming system, the audio cues comprising a directional, moveable audio representation of the physical location of a game element presented on a video screen by variation in at least one of pitch, instrument, rhythm, volume, echo, phase, and panning;

wherein the audio cues appear to a game player to come from the physical location on the display of the displayed game element and are movable to different physical locations on the display to reflect the physical location within the bounds of the display screen of a desired game element on the display.

2. (Original) The computerized gaming system of claim 1, wherein localized sounds comprise sounds representing only a portion of the video screen of the gaming device.

3. (Original) The computerized gaming system of claim 1, wherein pitch varies with vertical position of directed visual attention on the video screen.

4. (Original) The computerized gaming system of claim 1, wherein the audio cues indicate the payline in a video slot gaming machine.

5. (Original) The computerized gaming system of claim 1, wherein at least one of instrument or phase changes to represent different reels where the gaming system is a multi-reel video slot machine.

6. (Original) The computerized gaming system of claim 1, wherein the variation in at least one of pitch, instrument, rhythm, volume, echo, phase, delay, and localized sounds is further accompanied by panning to represent horizontal position on the video screen.

7. (Original) The computerized gaming system of claim 1, wherein multiple audio cues are presented at the same time.

8. (Currently Amended) A method of providing spatial audio cues in a gaming machine, comprising:

playing one or more audio cues to direct the visual attention of a player of the gaming system, the audio cues comprising a directional, moveable audio representation of the physical location of a game element presented on a video screen by variation in at least one of pitch, instrument, rhythm, volume, echo, phase, and panning, such that the audio cues appear to a game player to come from the physical location on the display of the displayed game element;

and wherein the audio cues are movable to different physical locations on the display to reflect the physical location within the bounds of the display screen of a desired game element on the display;

and wherein the gaming machine comprises a processor and gaming code which is operable when executed on the processor to conduct a wagering game on which monetary value can be wagered.

9. (Original) The method of claim 8, wherein localized sounds comprise sounds representing only a portion of the video screen of the gaming device.

10. (Original) The method of claim 8, wherein pitch varies with vertical position of directed visual attention on the video screen.

11. (Original) The method of claim 8, wherein the audio cues indicate the payline in a video slot gaming machine.

12. (Original) The method of claim 8, wherein at least one of instrument or phase changes to represent different reels where the gaming system is a multi-reel video slot machine.

13. (Original) The method of claim 8, wherein the variation in at least one of pitch, instrument, rhythm, volume, echo, phase, delay, and localized sounds is further accompanied by panning to represent horizontal position on the video screen.

14. (Original) The method of claim 8, wherein multiple audio cues are presented at the same time.

15. (Currently Amended) A computerized gaming system, comprising:

a gaming module, comprising a processor and gaming code which is operable when executed on the processor to conduct a wagering game on which monetary value can be wagered; and

an audio module, the audio module operable to play audio cues to direct the visual attention of a player of the gaming system, the audio cues comprising panning to provide a directional, moveable audio representation of the physical location of a game element on a video screen, and variation in at least one of pitch, instrument, rhythm, volume, echo, and phase;

wherein the audio cues appear to a game player to come from the physical location on the display of the displayed game element and are movable to different physical locations on the display to reflect the physical location within the bounds of the display screen of a desired game element on the display.

16. (Currently Amended) A method of providing spatial audio cues in a gaming machine, comprising:

playing one or more audio cues to direct the visual attention of a player of the gaming system, the audio cues comprising panning to provide a directional, moveable audio representation of the physical location of a game element on a video screen, and further comprising variation in at least one of pitch, instrument, rhythm, volume, echo, and phase, such that the audio cues appear to a game player to come from the physical location on the display of

the displayed game element and are movable to different physical locations on the display to reflect the physical location within the bounds of the display screen of a desired game element on the display, and wherein the gaming machine comprises a processor and gaming code which is operable when executed on the processor to conduct a wagering game on which monetary value can be wagered.

17. (Currently Amended) A computerized gaming system, comprising:

a gaming module, comprising a processor and gaming code which is operable when executed on the processor to conduct a wagering game on which monetary value can be wagered; and

an audio module, the audio module operable to play audio cues to direct the visual attention of a player of the gaming system, the audio cues comprising panning to provide a directional, moveable audio representation of the physical location of a displayed game element on a video screen, such that the audio cues appear to a game player to come from the physical location on the display of the displayed game element and are movable to different physical locations on the display to reflect the physical location within the bounds of the display screen of a desired game element on the display.

18. (Currently Amended) A method of providing spatial audio cues in a gaming machine, comprising:

playing one or more audio cues to direct the visual attention of a player of the gaming system, the audio cues comprising panning to provide a directional, moveable audio representation of the physical location of a displayed game element on a video screen, such that the audio cues appear to a game player to come from the physical location on the display of the displayed game element and are movable to different physical locations on the display to reflect the physical location within the bounds of the display screen of a desired game element on the display, and wherein the gaming machine comprises a processor and gaming code which is operable when executed on the processor to conduct a wagering game on which monetary value can be wagered.